



The Bossonian conquests had ventured far to the south into Stygian lands. "An abandoned fort? Stygian silence is naught. By Crom, nothing but dread and destruction will follow in these cursed lands," Conan replied sullenly, in stark contrast with the commanders who celebrated their conquest over laughter and spilled wine. Meanwhile, knights were marching south.

Conan's warnings had gone unheeded, so he was not surprised when he received a letter weeks later to check upon the conquered fort. However, he did not appreciate the subtle provocation to act immediately, as it mentioned that Bêlit and Hadrathus had already been sent out to investigate. He had to ride fast. Mounting his trusted steed, Conan laid waste to the rustic fields of Aquilonia that he had to traverse to reach the fort embedded deep within the southern marshes.

Days of haste and adrenaline were replaced by the melancholic marshes, inviting Conan to slow his trot. Battling his feelings, he finally reached his destination. There it lay as the sun had set, its walls dark and brooding, slowly being overtaken by the night sky. The moon turned crimson-red and covered the bleak scenery with an unearthly, sinister mantle. He spotted his comrades pressed against the wall, signaling him to lay low. At that moment, a creature with leathery wings rose from the fort, blotting out the moonlight and accompanied by screams of madness and moral distress.



Winning the Game:



To win, the Heroes must kill Skuthus or rescue 6 Bossonian Guards.



To win, the Overlord must kill 6 Bossonian Guards with Spectral Guards.



The Heroes start in the areas indicated by the setup diagram.

Heroes:

- Conan the Berserker (Conan's Sword), commands the Bossonian Guards
- Bêlit (Ornamental Spear, Leather Armor, Buckler), commands the Bossonian Guards
- Hadrathus (Spells: Mitra's Halo, Borne by the Wind, Telekinesis, Lightning Storm), commands the Bossonian Guards



After setup, each hero moves 3 gems from their Reserve zone to their Fatigue zone.



The game starts with the Overlord's turn.



The Overlord starts with 0 gems in their Reserve zone and 8 in their Fatigue zone, and places the Recovery token showing a recovery value of 7 in the Book of Skelos.



Reinforcements: The Overlord gains 6 reinforcement points . The Overlord cannot reinforce more than 2 units per reinforcement area, but must use all the points to reinforce Bossonian Archers or Bossonian Guards if their miniatures are available (even though Guards are allied to the Heroes).



Special rules:

Game Board Rules: Standard game board rules apply.

Spirit Possession: During his activation, Skuthus can spend gems to activate up to 3 Bossonian Guards using the Activating Allies rule. Other Bossonian Guards and Heroes hinder the possessed guard. If a possessed Bossonian Guard jumps from a parapet, he dies instantly and becomes a Spectral Guard if a green base is available. This is the only way to turn a Bossonian Guard into a Spectral Guard. When a Spectral Guard dies, remove the green base. There can be a maximum of 5 units (Skuthus included) with green bases in the game at a time.

Spirit Evasion: At any time during the Overlord's turn, if there is at least 1 Spectral Guard on the board, the Overlord may attach (or remove) an available green base on Skuthus's miniature. While Skuthus has a green base, he gains Spirit Evasion; he cannot suffer damage and does not count towards hindering. If at any point there are no Spectral Guards on the board, Skuthus immediately loses Spirit Evasion.

Conan's Mount: If Conan the Berserker receives any damage from a Ranged Attack, the horse dies while Conan takes no damage. When this happens, replace Conan the Berserker's miniature and Hero sheet with Conan the Destroyer's. Move the gems to the same position of the Hero sheet.

Allies in Conflict: Bossonian Guards and Bossonian Archers cannot attack each other and do not hinder each other.

Bossonian Guards: All 3 Heroes can command the Bossonian Guards as if they had the Leadership skill except Heroes cannot assign gems to perform a Guard action with them. Each Bossonian Guard can be activated by the Heroes once per Action phase and once per Overlord's Activation phase.

Chaos Ensues: During setup, place the token and the token on space 0 of the Turn track. Every time a Spectral Guard kills a Bossonian Guard, increase the token by 1. Each time a Bossonian Guard reaches an area with a token, remove their miniature from the board and increase the token by 1. These Guards are considered rescued.

Webs: A non-flying unit (Hero or Overlord) entering an area with a token loses their remaining base movement points. Place the token on the unit's miniature. The unit cannot move until it spends 3 movement points in a single turn to remove the token from the game.

Optional Substitutions: Zelata, Kerim Shah and Forest Demon may substitute for Hadrathus, Bêlit and Giant Snake respectively.